SQUARESOFT®

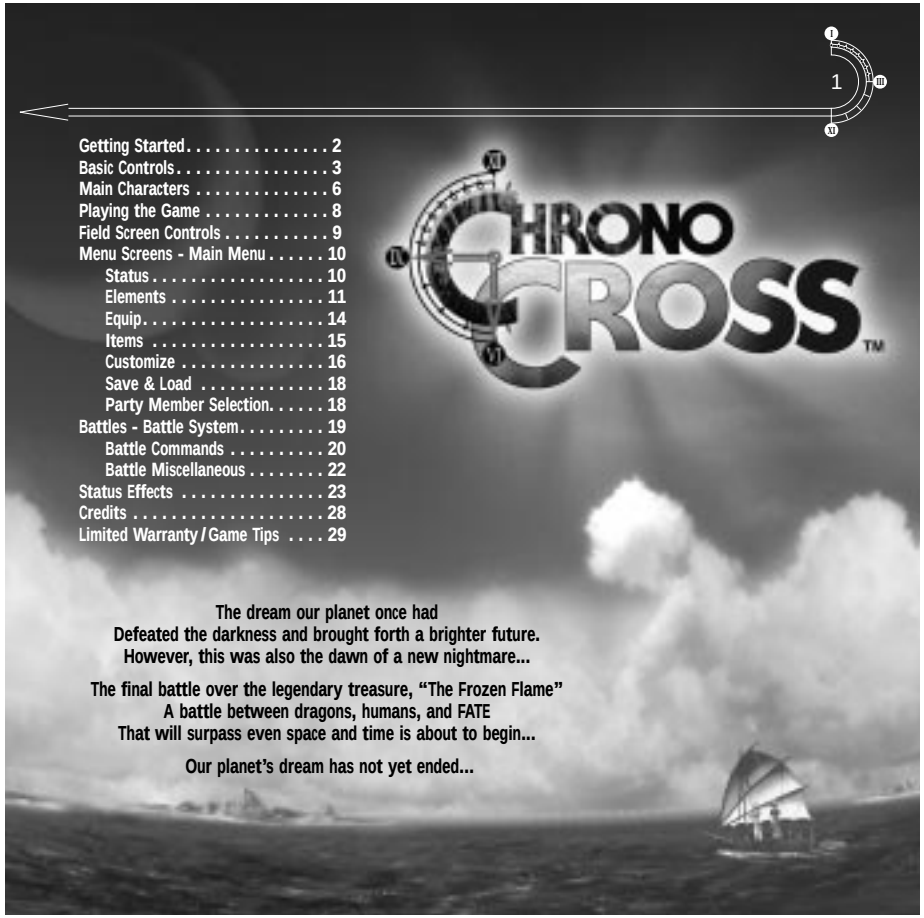
*NOT FOR RESALE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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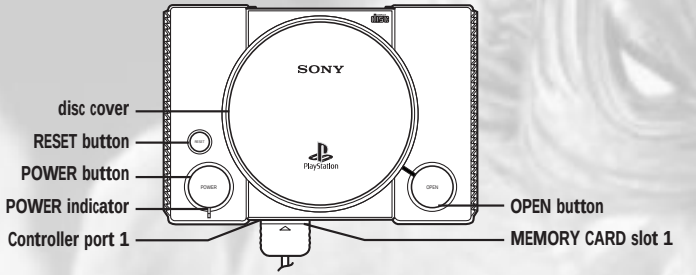
GETTING STARTED

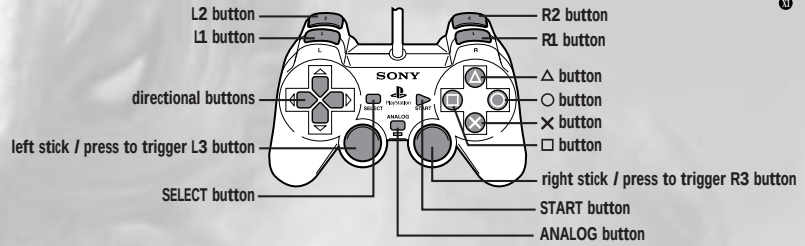


Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert DISC 1 of **Chrono Cross™** into your PlayStation game console and close the disc cover. Insert game controllers and turn the power on. The Title Screen will appear after an opening movie sequence. Press the START button at the Title Screen to proceed. (The opening sequence can be skipped at any time by pressing the ○ button.) Next, highlight <New Game>, and press the ✕ button to confirm.

ENTERING NAMES

At the Name Input Screen, a cursor will appear that allows you to choose letters to name your character. After selecting the <Change name> option, highlight a letter by moving the cursor with the directional buttons, then press the ✕ button to confirm the letter selection. Any mistakes can be deleted by pressing the ○ button. When you have finished naming your character, move the cursor out of the letters box with the directional buttons and choose the <Confirm> heading on the clock-dial menu. Press the ✕ button here to finalize your character's name.

BASIC CONTROLS



directional buttons: Move characters / Move cursor
left stick: Move characters / Move cursor / Press to trigger L3 button
right stick: Press to trigger R3 button
✕ button: Confirm / Talk
○ button: Cancel / Press together with directional button to run
△ button: Open Menu Screen
□ button: Open and close Key Items window
START button: Pause game
SELECT button: Change order of party members

NOTE:
You may have a controller that looks like this. If so, please follow the digital instructions.

• The function of the L3 button is the same as the ✕ button, and the function of the R3 button is the same as the ○ button.

The left stick and right stick of the DUALSHOCK™ analog controller can only be used when the LED is on. The vibration function, however, can be used regardless of whether the LED is on or off. You can set the vibration function at the start of a new game on the Customize Screen, which can be accessed from the game's Main Menu. You can also set the vibration function when the game is paused. The Pause Screen appears when you press the START button during the game.

• Simultaneously pressing the START, SELECT, L1, L2, R1, and R2 buttons will execute a Soft Reset and return the game to the Chrono Cross Title Screen.

BASIC CONTROLS

FIELD SCREEN

directional buttons: Move characters and cursor
left stick: Move characters and cursor / Press to trigger L3 button
right stick: Change direction while stationary / Press to trigger R3 button
START button: Pause (Press left/right directional buttons to turn vibration function ON/OFF at the Pause Screen.)
SELECT button: Change order of party members
⊗ button: Talk / Enter buildings / Inspect / Confirm
◎ button: Cancel / Press together with directional buttons or left stick to run.
▣ button: Open and close Key Items window
△ button: Open Menu Screen

• The function of the L1 button is the same as the ⊗ button, and the function of the R1 button is the same as the ◎ button.

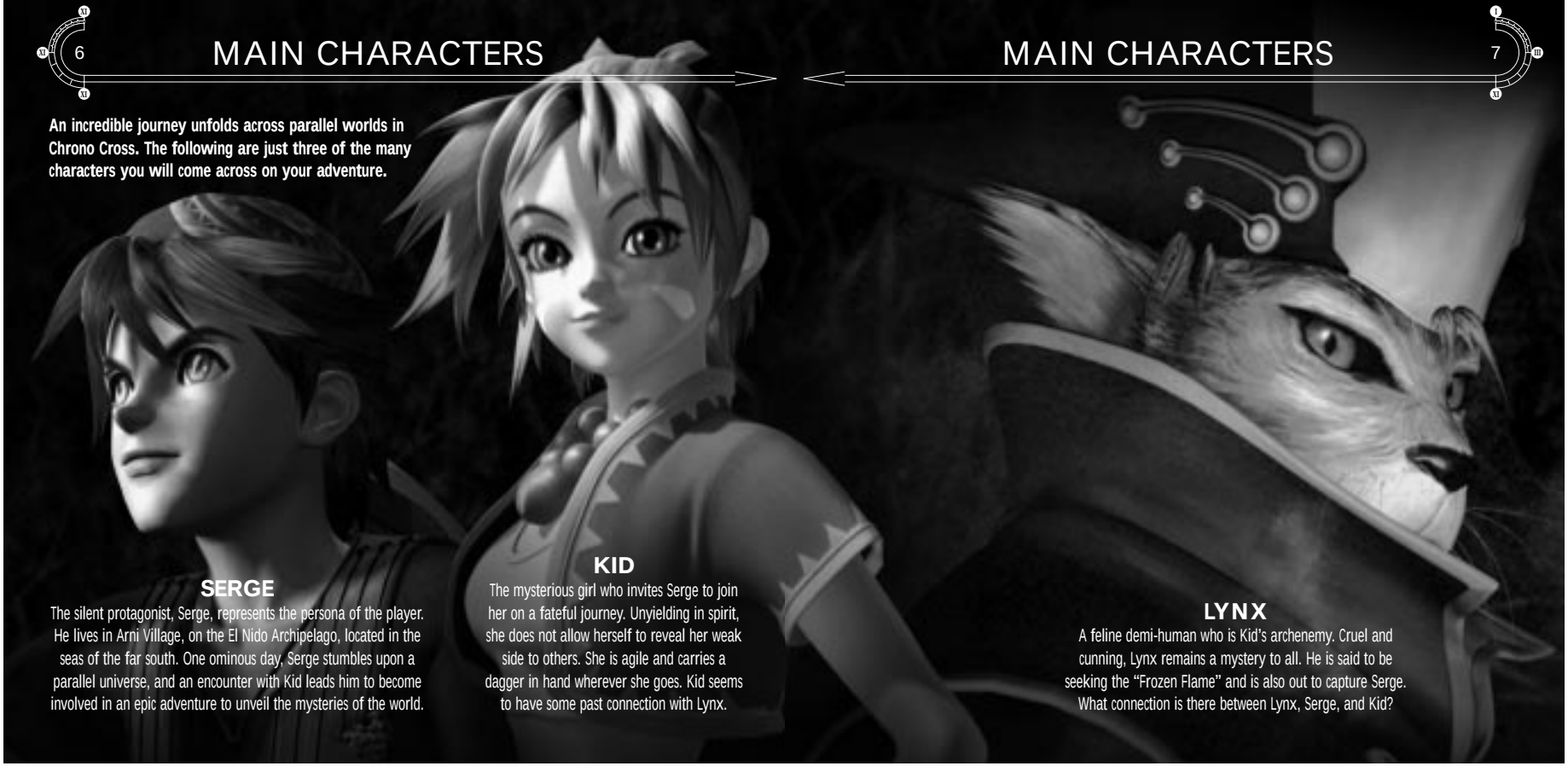
BATTLE SCREEN

directional buttons: Move cursor / Change to another active character
left stick: Move cursor / Change to another active character
START button: Pause (Press left/right directional buttons to turn vibration function ON/OFF at the Pause Screen.)
⊗ button: Confirm / Execute command
◎ button: Cancel
▣ button: Switch to another active character
△ button: Change view point (During target selection)
L1 button: Switch to another active character
R1 button: Switch to another active character

• The function of the L3 button is the same as the ⊗ button, and the function of the R3 button is the same as the ◎ button.

MAIN CHARACTERS

An incredible journey unfolds across parallel worlds in Chrono Cross. The following are just three of the many characters you will come across on your adventure.



SERGE

The silent protagonist, Serge, represents the persona of the player. He lives in Arni Village, on the El Nido Archipelago, located in the seas of the far south. One ominous day, Serge stumbles upon a parallel universe, and an encounter with Kid leads him to become involved in an epic adventure to unveil the mysteries of the world.

KID

The mysterious girl who invites Serge to join her on a fateful journey. Unyielding in spirit, she does not allow herself to reveal her weak side to others. She is agile and carries a dagger in hand wherever she goes. Kid seems to have some past connection with Lynx.

LYNX

A feline demi-human who is Kid's archenemy. Cruel and cunning, Lynx remains a mystery to all. He is said to be seeking the "Frozen Flame" and is also out to capture Serge. What connection is there between Lynx, Serge, and Kid?

CONTINUING A GAME FROM SAVED DATA

To continue a game from previously saved MEMORY CARD data, start up the game as though you were beginning a new game. At the Option Screen, highlight <Continue> and press the ⊗ button. Next, using the directional buttons, choose the MEMORY CARD slot that contains the MEMORY CARD data you wish to use, and press the ⊗ button. Finally, highlight the MEMORY CARD block to load by moving the cursor with the directional buttons, and press the ⊗ button again to load the saved game.

CAUTION WHEN CHANGING DISCS

At a certain point in the game, Chrono Cross will prompt you to "PLEASE INSERT DISC 2." When changing discs, do not turn your console's power off. Simply follow the instructions displayed on the screen by opening the console's lid and inserting the disc.

MOVING ON THE WORLD MAP

Use the directional buttons to move from one place to another on the World Map. You need to stop at towns, dungeons, and other locations on the World Map in order to progress in the game. Names of places will appear at specific locations on the World Map. Press the ⊗ button while the name of a specific place is displayed to enter that location.

As the story unfolds, you will also be able to travel on the sea using boats. Traveling by boat is similar to ordinary movement. Use the directional buttons to move, and press the ⊗ button to get on and off your vessel at set locations.

GATHERING INFORMATION THROUGH CONVERSATION

You will need to gather information by conversing with people. To talk, press the ⊗ button while facing the person with whom you wish to speak. When a choice of reactions or responses appears during a conversation, make your selection with the directional buttons and confirm your choice with the ⊗ button.

EXAMINING THINGS AND USING KEY ITEMS

To inspect an object, stand in front of it and press the ⊗ button. To use a Key Item, stand in front of the object or person you want to use the item on. Press the ▣ button to open the Key Items window, choose the item to be used with the directional buttons, and press the ⊗ button to confirm your choice.

SHOPS AND OUTDOOR MERCHANTS

It is possible to obtain various items in shops that will prove to be helpful throughout your journey. To enter or exit shops and other buildings, stand in front of the door and press the ⊗ button. It is also possible to purchase items from merchants outside simply by talking to them.

Inns

Recover HP and ★ (Star Level) energy, which is required for summoning, by staying at inns. These stats can also be restored at certain other locations, such as Serge's bed.

Element Shops

Buy and sell Elements needed for battles at the Element Shops found throughout the game.

Blacksmiths

Forge more powerful weapons, armor, and accessories at any of the Blacksmiths by using the various "raw materials" obtained during your journey. To forge an item, obtain the correct amount of raw materials, along with enough money to cover the processing fee. Weapons, armor, and accessories can also be disassembled and reduced back to their raw materials.

OBTAIN RAW MATERIALS
Trade Elements at Trading Posts
Obtain randomly after battles
Obtain from treasure chests

⇨

FORGE AT BLACKSMITH
Hand over necessary raw materials and processing fee

⇨

NEW WEAPON, ARMOR, OR ACCESSORY

Trading Posts

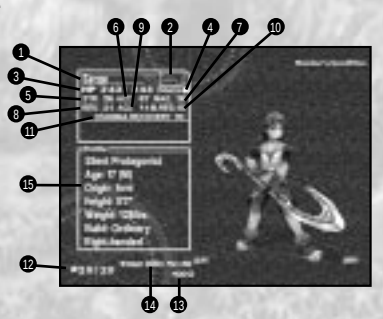
Trade unwanted Elements for raw materials here.

USING THE MAIN MENU SCREEN

Press the △ button while on any of the Field Screens to display the Main Menu. Here you can view the status of the current party members or access a variety of Sub-Menu commands. Use the directional buttons to choose a command from the clock-dial menu, and press the ✕ button to confirm your choice. Press the ○ button to exit from the Main Menu or to return to the Main Menu from any of the Sub-Menu Screens.

STATUS SCREEN

To view an individual party member's status in more detail, choose the <Status> command from the Main Menu, then choose the party member you want to examine with the directional buttons, and press the ✕ button to view the party member's status. The character will be shown on the screen along with his or her profile. Press the ✕ button to switch between displaying the character's profile and a list of his or her equipped armor, weapons and accessories. You can switch between current party members by pressing the L1 or R1 button.



1. Character name
2. Reduced representation of character's "Element Grid"
3. HP (Hit Points): Current value / Maximum value
4. Innate Property: Character's natural Elemental color affinity
5. Strength: Determines base physical attack power
6. Accuracy: Determines base HIT% (chance to hit) in battle
7. Magic Power: Determines base magical attack power
8. Resistance: Determines base defense against physical attacks
9. Agility: Determines base ability to evade attacks
10. Magic Resistance: Determines base defense against magical attacks
11. Stamina Recovery: Determines base stamina recovery rate in battle
12. ★ (Star Level): Current value / Maximum value
13. Money held in possession by your entire party
14. The total time spent playing this game
15. Character's profile or equipped weapon, armor, and accessories list

NOTE: The stats shown on this screen are the character's natural or "base" values that increase as you "Power Up" after battles. When you equip your characters with weapons, armor, and accessories, the equipment's attributes will alter these base values to produce the final stat values used in battle. (See <Equip> on page 14 for more details.)

ELEMENTS

"Elements" are the central part of a new ability system unique to Chrono Cross. Elements bestow upon their possessors such powers as magic, special "Tech Skill" attacks, and summoning abilities. You can freely allocate these Elements to each character's "Element Grid" for use during battle. Which Element to give to each party member, and at what level to set them in the Element Grid, will all form part of your overall battle strategy.

USE

You can use "Consumable" Elements at any time during the game to restore HP or remove status effects. Choose the <Elements> command from the Main Menu, followed by the <Use> Sub-Menu command. After selecting which Element to use, you can then decide on whom to use it. You are not limited to the characters in your current party. If you keep pressing the left directional button until the cursor goes off the Character Selection Screen, a list of all the characters who you have befriended will be displayed. By scrolling up and down this list, you can choose to use Elements on characters who are not in the current party.

ALLOCATE

With the <Allocate> Sub-Menu command, you can allocate Elements obtained from shops, enemies, and treasure chests to each character's Element Grid for use during battle. Elements that are currently positioned in the Element Grid can also be relocated to other positions on the grid. After selecting a character, choose the Element you wish to allocate and decide where to place it on the grid. The range of valid grid positions an Element can be allocated to will be shaded in red. You can switch between grid levels by pressing the left or right directional buttons. You can also select a grid position first and then choose the Element you wish to allocate to that position. In this case, Elements that cannot be positioned in the selected grid level will be displayed in a gray font.

The top two entries in the list of Elements have special functions. Press the left directional button here to display the <Remove All> and <Remove> functions. Press the right directional button to display the <Auto Allocate> and <Fill Blanks> functions. Execute the highlighted function by pressing the ✕ button.

You can change the order of Elements in your current list by pressing the △ button and selecting which system you prefer.

You can switch between characters in your current party with the L1 or R1 button. If you keep pressing the left directional button during character selection until the cursor moves off the left side of the Character Selection Screen, a list of all your current characters will appear, allowing you to allocate Elements to characters who are not in the current party.

ELEMENT BASE LEVELS AND LEVEL RANGES

Each Element has its own "Base Level" as well as a "Level Range" in which it can be positioned. These are displayed as "LvX±Y" (where the X represents the Base Level and the Y represents the Level Range variance). Starting from the base level, you can position Elements on any grid level within the Level Range. For example, a "MeteorShower" of Lv4±4 can be positioned in the grid range between Levels 1-8. When positioned below Level 4, MeteorShower can be used earlier in a battle, but its destructive force will be weaker. When positioned above Level 4, its destructive force will be greater, but it will take longer to build up enough power to use it.

TYPES OF ELEMENTS:

- Elements that have no symbol to the left of their names are "Basic Elements." These are the most common type of Elements and can be used by anyone, with no restrictions other than the required Stamina Points and Power Levels.

- Elements that have an **[x1]** symbol before their names are "Consumable" Elements. These are mainly used for recovering HP or removing status effects either in battle or on the Field Screens (see the <Elements>, <Use> section on page 11). You can allocate up to 5 of these Elements into the same Grid position. (The number currently held in that position appears after the name as "x5" etc.) This allows you to use that many of these Elements from the same Grid position during a battle. However, each time you use one of these Consumable Elements, it is used up, or "consumed," and is subtracted from your current stock. After each battle, the number of each Consumable Element you have allocated in the characters' Grids is automatically refilled, (up to 5 for each Grid position) as long as you still have enough of that Element in your current stock.

- Elements with a ☯ symbol next to them represent "Tech Skills" particular to individual characters. These are usually learned as the character powers up and mostly consist of "Special Tech Attacks" – although some also include healing and other abilities such as stealing from enemies. Some of the different characters' "Tech Skills" can be combined into more powerful "Double" and "Triple Tech" attacks... so try to experiment with these!

- Elements with a ★ symbol next to them are "Summoning Elements," used to summon a variety of powerful beings and creatures to assist you in battle. Each of these are restricted to characters who have the same colored "innate" property as the element itself. In addition, all 3 Field Effect attributes must be the same color before the Summoning Element can be used. "Summoning Elements" also consume a ★ (Star Level) each time they are used. Although these are the most powerful Elements available, they are also the hardest to use.

- Elements that have a ⬇ symbol next to their names are called "Trap Elements." These are set like traps in order to capture a certain type of Element from the targeted opponent. Each kind of Trap Element is designed exclusively for catching Elements with the same name it has. Other Elements will be ignored. Once you have successfully caught an opponent's Element, it will be added to your current stock of Elements after the battle is over. Later, you can allocate it to a party member for use in the next battle. Note that Trap Elements are also depleted when used, just like Consumable Elements. You can carry up to 5 of these in each Grid position and have the numbers automatically reallocated – so long as you have enough in your current stock of Elements.

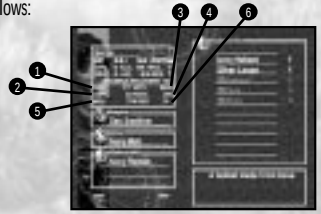
EQUIP

Weapons, armor, and accessories obtained during the journey must be equipped in order for the characters to use them.

Choose <Equip> from the Main Menu Screen's clock-dial menu using the directional buttons, and press the ⊗ button. After selecting a character, choose the slots under the categories <Weapon>, <Armor>, or <Accessories> in which you wish to place equipment. Items that cannot be placed in that slot for that character will be grayed out to make placement of valid equipment easier. After choosing a piece of equipment, press the ⊗ button to move it into the character's specified slot. This completes the equipping process.

While selecting weapons, armor, and accessories, notice that any stats that will increase are displayed in red, while stats that will decrease are displayed in blue. These final stat values, shown on the left-hand side of the screen beneath the character's base stat values (see Status Screen section), are as follows:

1. ATK: The overall physical attack power
2. DEF: The overall defense against physical attacks
3. HIT%: The overall chance to hit during battle
4. EVD%: The overall ability to evade attacks
5. MGC: The overall magical attack power
6. M.DEF: The overall defense against magical attacks



Note that these final stat values are the actual values used during battles and are the sum of the character's base stat values and the equipment's "stat-increasing values." Your equipment selection can either raise or lower the final values, so try to equip the best weapons, armor, and accessories that you can. Also note that some equipment has additional effects that can be both good and bad. These effects are displayed on the bottom right-hand side of the screen along with any other applicable equipment descriptions.

ITEMS

To view a list of the Key Items you have collected, choose <Items> from the Main Menu Screen's clock-dial menu using the directional buttons and press the ⊗ button. As you scroll through the list of items, a picture of the highlighted item will be displayed, along with a description of that item.

CUSTOMIZE

At this Sub-Menu Screen, you can customize the game's settings to suit your taste. Choose the <Customize> command from the Main Menu Screen's clock-dial menu using the directional buttons, and press the ⊗ button. The following list of settings will appear; you can change these with the directional buttons. (Note: if you want to customize the controller settings, highlight the <Custom> option and press the ⊗ button to bring up the controller settings window.)

Sound
Choose between stereo and monaural sound.

Window Frame
Choose between the <Default> window frame and one of several "Custom" window frames that will be used to decorate all the dialog boxes that appear throughout the game. To pick a custom frame, highlight the <Custom> option and press the ⊗ button. You will then be able to scroll left or right through the collection of window frames that you have found so far in the game by using the directional buttons. Press the ⊗ button to confirm your choice and return to the Customize Sub-Menu Screen.

Cursor Position
Choose between <Default> or <Memorized> cursor positioning. The <Default> option will return the cursor to the top of any menu windows you open. Choosing the <Memorized> option will automatically display the cursor where you left it when the menu was last opened.

Accuracy Selection
Choose between <Manual>, which places the battle cursor on the attack with the highest accuracy when <Attack> is selected during a battle, and <Auto>, which places the cursor on the attack that does the most damage and has a 80% or higher chance of hitting.

Controller
Choose either the <Default> controller settings or <Custom>, which allows you to change the controller's configuration.

◉ button Pressed =
Choose between <Run> and <Walk>. Choosing <Run> requires that you hold down the ◉ button while pressing the directional buttons/left stick to run. (Not holding down the ◉ button allows your characters to walk.) <Walk> enables you to run without having to hold down the ◉ button (i.e. holding down the ◉ button allows your characters to walk).

Vibration Function
Choose between <On> and <Off> to turn the vibration function ON/OFF when using the DUALSHOCK™ analog controller.

Left Stick Sensitivity
When using the DUALSHOCK™ analog controller you can choose between a <Analog> or <Digital> setting for the left stick. By selecting the <Analog> setting, your characters will run or walk depending on the angle at which you press the left stick. Selecting <Digital> will make the characters walk or run depending on whether the ◉ button is pressed (in accord with the <◉ button Pressed => option above).

MENU SCREENS

SAVE/LOAD

This Sub-Menu Screen enables you to save and load game data to/from a MEMORY CARD. Choose the <Save/Load> command from the Main Menu Screen's clock-dial menu using the directional buttons, and press the ⊗ button to access this screen.

SAVE

This command allows you to save your current game data. You can save a game when on the World Map or when your lead character is touching any of the "Records of Fate" found on the Field Screens of dungeons and towns. First, choose which MEMORY CARD slot you want to use, and then select a MEMORY CARD block in which to save your game.

LOAD

Previously saved Chrono Cross game data can be loaded not only at the Startup Screen, but anywhere throughout the game. After choosing which MEMORY CARD slot you wish to use, select the MEMORY CARD block that you want to load.

PARTY MEMBER SELECTION

You have the option of changing party members at many opportunities throughout the game (such as when you decide to use the "Tele-Porter" Key Item or when a new character is befriended). When the Party Member Selection Screen is displayed, you first need to highlight an empty space or a party member in the "Current Party" area whom you want to replace. Press the ⊗ button to move the cursor to the "Member List" on the right-hand side of the screen. Then highlight the character you want to bring into the Current Party and press the ⊗ button again. Repeat the process for each of the member characters you want to change. Press the ○ button to exit.

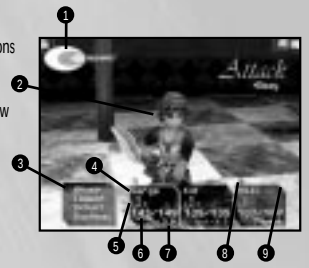
BATTLES - BATTLE SYSTEM

The "Cross Sequence Battle" system is a new system unique to Chrono Cross. As long as your characters have stamina, you can enter battle commands for any character, at any time, and in any order—no waiting for time gauges!

BATTLES

Battles occur when your lead character comes into contact with an enemy on the field map. It is also possible to avoid contact with most enemies so as to evade battles altogether.

BATTLE SCREEN BREAKDOWN



1. Field Effect: Displays the current state of the Elemental Field Effect that affects the actions of both the enemies and your party members
2. Selected Character: Shows a close up of the character you have selected
3. Battle Commands: Commands available for use in battle will be shown in white or yellow Unusable commands will be grayed out
4. Name: Character's name
5. Power Level: Displays the current power level required to use Elements
6. HP: Current value / Maximum value
7. Stamina: Displays the character's current stamina (All actions [i.e. battle commands] require Stamina)
8. Status Effects: When a party member is afflicted with a status effect, a colored square representing the property/Elemental color of the status effect is displayed here
9. Attack Property: When Elemental properties are added to a character's physical attacks, the corresponding Elemental color appears here

ENTERING COMMANDS

First, use the left and right directional buttons to choose the character you want to execute the next command and press the ⊗ button. Then use the up and down directional buttons to choose the battle command you want the character to perform, and press the ⊗ button again to execute the command. The <Attack> and <Element> commands use up characters' stamina. If a character's stamina falls below 1.0, that character will no longer be able to carry out commands. A character's stamina regenerates when other party members or enemies perform actions.

ATTACK

To attack, first select the <Attack> command. Then choose the enemy you want to attack by pressing the left or right directional buttons and press the ⊗ button to execute the command. (When choosing which enemy to attack, press the △ button to switch between the Normal Camera mode and the Dynamic Camera mode. If the camera is in Normal mode, a red cursor will appear above the currently selected enemy. If the camera is in Dynamic mode, the camera will zoom in on the currently selected enemy so that he/she appears in the center of the screen.) Once a target has been selected, choose one of the following attacks:

1. Weak

A physical attack with weak destructive power, but a high chance of hitting its mark. Consumes 1 stamina point. When a hit succeeds, the character's Element Grid Power Level increases by 1.

2. Strong

A physical attack with strong destructive power, but a moderate chance of hitting its mark. Consumes 2 stamina points. When a hit succeeds, the character's Element Grid Power Level increases by 2.

3. Fierce

A physical attack with the highest destructive power, but the lowest chance of hitting its mark. Consumes 3 stamina points. When a hit succeeds, the character's Element Grid Power Level increases by 3.

Element

Use Elements for attacking enemies or for healing allies. Consumes 7 stamina points and reduces the character's Element Grid Power Level by the level of the Element that was used.

ELEMENT

To use Elements, first select the <Element> command. Choose the Element you want to use with the directional buttons, then press the ⊗ button to confirm your choice. You may then be required to select one or more enemies or allies on whom to use the Element. Press the directional buttons followed by the ⊗ button to select.

Keep in mind that Elements have Element Grid Power Level requirements. You need to build up your Power Level first by scoring direct hits with physical attacks.

For example, if a character's current Power Level is 3, you can select Elements positioned on levels 1-3 of his/her Element Grid. Thus an Element cannot be used until the character reaches the minimum Power Level required. Elements placed in the characters' Element Grids can only be used once in each battle, with the exception of Consumable Elements. Up to 5 Consumable Elements can be set in one grid position at a time. They can be used in battle until they are all expended. Consumable Elements are automatically set at 5 units to a grid position as long as you have at least that many in your current inventory. The total number held in stock will decrease as each Consumable Element is used.

DEFEND

The character will defend against enemy attacks until another battle command is entered or until he or she is actually hit by an enemy. This not only helps reduce the amount of damage received by over half, it is also a good way to recover stamina.

RUN AWAY

This command allows party members to flee from battles. However, some battles require your party to win before your characters can continue their journey.

FIELD EFFECT

This displays the Elemental properties of the overall battlefield affecting both enemy and ally actions. Elemental properties are represented by 6 colors: Green, Red, Yellow, Blue, White, and Black. The 3 pairs of opposing properties are Red-Blue, Yellow-Green, and White-Black. When an Element is used, the Element's color will be added to the Field Effect graph, and the oldest color will be removed (the Field Effect graph contains the properties of the last 3 Elements used). When the amount of a certain color increases within the Field Effect graph, the destructive power of Elements for that color and the stats of enemies and allies who possess the same-colored innate properties also increases. Moreover, Elements of the opposing color will become weaker. Summoning Elements, used to summon a variety of powerful beings and creatures with highly destructive power, can only be used when all three levels of the Field Effect graph are of the same color. Also, each Summoning Element used consumes a ★ (Star Level).

STATUS EFFECTS

After certain enemy attacks, characters may be afflicted with detrimental status effects. Most status effects vanish after a certain amount of time passes during battle or when the battle ends. However, Poison, Burns, Sprain, and Flu remain until removed with a corresponding Consumable Element.

END OF BATTLE

The battle ends when all the enemies have been defeated. After each battle, party members have a chance to "Power Up" depending on the strength of the defeated enemies. After normal battles, characters cannot "Power Up" their stats beyond a set limit. In order to "Power Up" beyond this limit, characters must defeat more powerful opponents and obtain a ★ (Star Level).

GAME OVER

When all of the party members' Hit Points reach 0 or all party members become frozen and unusable in a battle, the game is over.

STATUS EFFECTS THAT REMAIN EVEN AFTER A BATTLE

(a Consumable Element of corresponding color is required to remove these):

Status	Property	Symptoms
Poison	Green	HP decrease with time (during battle) / HP decrease with movement (on field maps)
Burns	Red	Defense power decreases (during battle) / Damage received is doubled (on field maps)
Sprain	Yellow	Attack power decreases (during battle) / Cannot run with ◉ button (on field maps)
Flu	Blue	Stamina recovery rate decreases (during battle) / Control becomes difficult (on field maps)

STATUS EFFECTS OCCURRING ONLY DURING BATTLE

(wear off after a given amount of time or when a Consumable Element of a corresponding color is used):

Status	Property	Symptoms
Afraid	Green	Increased susceptibility to enemy critical attacks
Confused	Red	Loss of control and attacks allies as well as enemies
Dizzy	Yellow	Probability of evading enemy attacks decreases
Frozen	Blue	Cannot move (Game ends if all members are frozen!)
Fatigued	White	Stamina consumption rate increases for all actions
Asleep	White	Unable to participate in battle and defense power decreased while he/she remains asleep
Darkness	Black	Chance to hit decreases
Cursed	Black	Stamina is consumed as damage is inflicted
Unable to use Elements	All Colors	Elements with corresponding colors become unusable

CONSUMABLE ELEMENTS THAT REMOVE STATUS EFFECTS

Element	Property	Effects
Antidote	Green	Removes Poison and other Green status effects
Ointment	Red	Removes Burns and other Red status effects
Brace	Yellow	Removes Sprains and other Yellow status effects
Medicine	Blue	Removes the Flu and other Blue status effects
Panacea	-----	Removes all status effects

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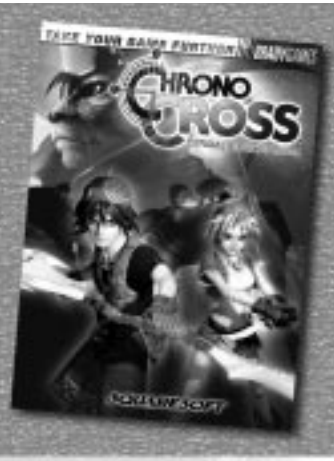

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